

C L A I M S

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1. A game apparatus characterized by comprising:  
means for downloading, via a network, replay data for  
replaying a play process of a game of a player; and  
game execution playback means for playing back the  
downloaded replay data and at the same time executing a game  
play by the player.
2. A communication game system having a plurality  
of terminal game machines connected to a network and a host  
computer, characterized in that  
each of said plurality of terminal game machines  
comprises  
storage means for obtaining and storing replay data  
for replaying a process of a game play when each player plays  
a game at a corresponding one of said terminal game  
machines,  
transmission means for automatically transmitting  
the replay data stored in said storage means to said host  
computer,  
reception means for receiving the replay data  
automatically transmitted from said host computer,  
storage means for storing the received replay data,  
and  
game execution playback means for playing back the  
received replay data stored in said storage means and  
executing the game play by the player, and

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said host computer comprises  
storage means for storing the replay data transmitted  
from each of said plurality of terminal game machines and  
transmission means for automatically transmitting  
the replay data stored in said storage means to each of said  
plurality of terminal game machines.

3. A communication game system having a plurality  
of terminal game machines connected to a network and a host  
computer, characterized in that

each of said plurality of terminal game machines  
comprises

storage means for obtaining and storing result data  
and replay data for replaying a process of a game play when  
each player plays a game at a corresponding one of said  
terminal game machines,

transmission means for automatically transmitting  
the result data and replay data stored in said storage means  
to said host computer,

reception means for receiving totalization data  
automatically transmitted from said host computer,

storage means for storing the received totalization  
data, and

game execution playback means for reading out and  
playing back the replay data from the received totalization  
data stored in said storage means and at the same time  
executing the game play by the player, and

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said host computer comprises  
totalization means for totalizing, on the basis of  
the result data, the result data and replay data transmitted  
from each of said plurality of terminal game machines, and  
generating totalization data containing the result data and  
replay data.

storage means for storing the generated totalization  
data, and

transmission means for automatically transmitting  
the totalization data stored in said storage means to each  
of said plurality of terminal game machines.

4. A communication game system according to claim  
2 or 3, characterized in that

said terminal game machine has an interface  
connecting detachable storage means to allow data readout,

said game execution playback means of said terminal  
game machine reads out player character information serving  
as information associated with a game character and stored  
in said detachable storage means and reflects the readout  
player character information on the game, and

said transmission means of said terminal game machine  
makes data transmitted to said host computer contain the  
player character information, and transmits the resultant  
data.

5. A communication game system according to claim  
4, characterized in that the player character information

stored in said detachable storage means is created and stored by a game machine not connected to said network but having an interface connecting said detachable storage means and reading/writing data.

6. A communication game system according to claim 2 or 3, characterized in that

said terminal game machine comprises image sensing means for obtaining image data obtained by sensing an image of a game player who plays the game,

said transmission means of said terminal game machine makes data transmitted to said host computer contain the image data and transmits the resultant data,

said transmission means of said host computer makes data transmitted to said plurality of terminal game machines contain the image data and transmits the resultant data, and

said game execution playback means of said terminal game machine displays the image data corresponding to the replay data in playing back the replay data.